

# Nintendo ENTERTAINMENT SYSTEM

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CALTRON IND. INC.

PRINTED IN TAIWAN

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## A WORD ABOUT OUR 6 IN 1 GAME CARTRIDGE

Welcome to Caltron's 6 IN 1 MULTIPLE GAME cartridge.

Through many years design and development, we are very pleased and as well excited to offer you the first of its kind in the video game industry-Multiple Game Cartridge.

As you can clearly see, 6 IN 1 indicates six exciting games on one single cartridge. This is our first introduction, with many more to follow, within a short future.

The current six games are carefully chosen to cover the taste and interest of all ages, young and old; from amateurs to the pro; from action packed game such as space war to evenly paced I.Q. testing game. We believe the games will offer you many hours of enjoyment as well as excitement. At the same time, in a nostalgic sense, you will probably be plunged back, way back into the genesis of our existence; as the scenery changes, you are reminded about the mysterious legend of the genie. Then again, who can resist the temptation of indulging in an imaginative trend. After all, that is what life is about--it's only a game!

All the games consist of multiple stages, or levels. It is a challenge! It's fun! It's exciting! We hope you will enjoy it, as much as we do. We also would like to hear about your comments. In back of this pamphlet, there is a small questionnaire. Please take a moment to fill out, give us your honest opinion, what you like or dislike. Our future game cartridge will be based on the opinion from people like you!

CALTRON INDUSTRIES, INC. 6 IN 1 GAME LIST  
CALIFORNIA, U.S.A.

COSMOS COP  
MAGIC CARPET  
BALLOON MONSTER  
ADAM AND EVE  
PORTER  
BOOKYMAN

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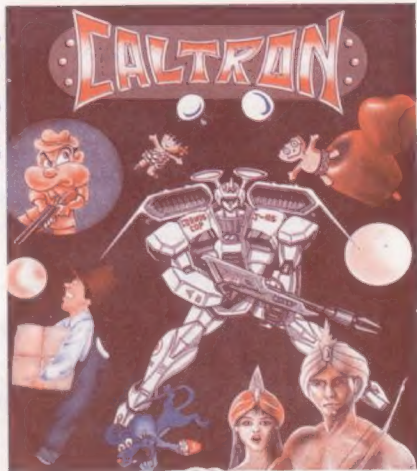
CONGRATULATIONS!

WE SINCERELY WELCOME YOU TO  
ENTER MEGA SOFT TV GAME  
WORLD.

WE SUGGEST THAT YOU READ  
THIS INSTRUCTION MANUAL  
THOROUGHLY BEFORE PLAYING  
THE GAME.

TABLE OF CONTENTS:

FUNCTION KEY .....
INSTRUCTION / HOW TO PLAY....
PRECAUTION.....



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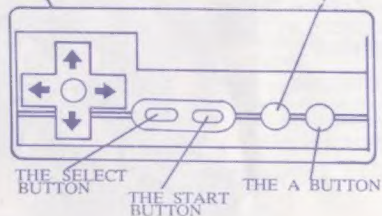
BASIC MOVEMENT:

CONTROL PAD

USE THE CONTROL PAD TO MOVE UP, DOWN, LEFT  
OR RIGHT.

THE CONTROL PAD  
PRESS TO MOVE FORWARD,  
BACKWARD, UP AND DOWN.

THE B BUTTON



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## COSMOS COP

In the year A.D. 2010, invaders from Beta Star in the Alienation Space attacked the Galaxy with intentions to colonize the territory. One after another, Terror Legions were dispatched to invade and to occupy each and every one of the celestial body.

Numerous defensive troops were dispatched by the Universe Defense Headquarters, but all disappeared into the vast universe... The Galaxy was on the verge of being over-come by this evil power.

As a last resort, the Galaxy Commander sent out his best arsenal concoction--COSMOS COP--with the mission of wiping out the Beta Star invaders and to safeguard the Galaxy. To do so, the COSMOS COP must penetrate into the space, destroy the installations of the Terror Legion, totally annihilate the invader and to recover peace for the Galaxy.

## COSMOS COP INSTRUCTIONS

### 1. Getting Started

- After the theme graphic shows on screen, push Start.
- Story tele-types on the screen, Mission I is given.
- This game has 6 levels, each with a given Mission:




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- a. Mission I : Crossover outside defense area.
- b. Mission II : Go into the Volcanos Area.
- c. Mission III : Blast the Arsenal.
- d. Mission IV : Explode the Power Station.
- e. Mission V : Attack the Fortress.
- f. Mission VI : Kill the Chief.

When the final mission is accomplished, the name of the game programmer shows on the screen.

## 2. THE CONTROL PAD FUNCTIONS:


- A. [START] : To start game, or to pause.
- B. [SELECT]: Not used.
- C.  : To move the Cosmos Cop in either direction.  
Firing ammunition is possible during movement.
- D. [B] Key : To fire cannon consecutively, no limit.
- E. [A] Key : To fire Neutron Missile, Limited. Number on lower right corner of screen indicates remaining rounds.

## 3. POWER & NUMBER OF COSMOS COP:

Power of the COSMOS COP shows in the lower left corner of the screen by the pink color bar. Power is reduced each time being hit. When power goes to [0], the figure explodes. The remaining number of COSMOS COP, shown in the extreme lower right corner of the screen reduces. When the number becomes [0], the game is over.

## 4. SPECIAL HINTS:

When the game is in the pause mode:

Press  , [SELECT], [B] at the same time, number of Life can be increased.

Press  , [SELECT], [A] at the same time, number of Neutron Missile can be increased.

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## PORTER


This game is to test your I.Q. and reflex capability. There are altogether 5 levels, each one becomes progressively more difficult. In each game, there are equal numbers of Stars and square Boxes. Your mission, as a Porter, is to PUSH each and every one of the Box to the Star position. Hey! remember, time is limited, you don't have all day!

## PORTER INSTRUCTIONS

### 1. GETTING STARTED:

- A. After the theme graphic shows on screen, push Start.
- B. The screen shows Stage, Life and Score numbers.
- C. In each Stage, push all boxes to the Star position, then the next Stage appears.
- D. When Life becomes [0], or when Score becomes [0], the game is over.

### 2. THE CONTROL PAD FUNCTIONS:

- A. [START]: To start game, or to pause.
- B. [SELECT]: [Not used].
- C.  : To move the character in either directions.



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D. [B] Key: When a Box is pushed into a corner, press [B] to start again.

E. [A] Key: Press [A] to push a Box.

### 3. SCORING RULES:

A. Starting with Stage I, the Score begins at 3,000 and Life begins at 3.

B. Each time you go into another Stage and maintain a Life of 3, the Score increases by 3,000.

C. Each reduction of Life will subtract 1,000 from the Score. Two Life reductions subtract 2,000 from the Score.

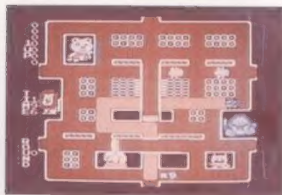
### 4. PRECAUTIONS:

A. Each Stage has its time limits. When time is up, the screen disappears and starts over again.

B. The Boxes can only be moved by "pushing", not by pulling or dragging.

C. When the Box is pushed into a corner, or having a tendency to go into a corner, then the game can not be finished.

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## BOOKY MAN

In this community, there lived a Rat, a Beetle named BOOKYMAN, two Lizards and a Bugger.

BOOKYMAN the Beetle loves to keep clean, and he promised to help the Rat to clean the streets. But these two Lizards always keep chasing BOOKY and causing lots of nuisance. In order to finish his cleaning work, BOOKY must go through the tunnels to avoid the Lizard's attacks or to use the Bulldozer Brush to chase the Lizards back home! and to kill the Bugger who would otherwise mess up the streets.


## BOOKY MAN INSTRUCTIONS

### 1. GETTING STARTED:

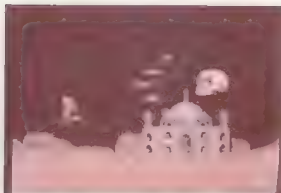
- A. After the theme graphic shows on screen, push Start.
- B. When theme music stops, the [START] button is not being pressed, then demonstration of the game starts.
- C. BOOKYMAN the Beetle can kill the Bugger who mess up the streets. But BOOKY must use the Bulldozer Brush to defeat the Lizards.
- D. This game has 6 levels.

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## 3 THE CONTROL PAD FUNCTIONS

- A. START      To start the game or to pause  
B. BACK      To return to the title screen  
C. B. K.      To return to the title screen  
D. SELECT      To return to the title screen  
E.       To move the B. K. (Back) cursor

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## MAGIC CARPET

Once upon a time, a young man named Aladdin lived in a small town in the desert. He was poor, but he was kind and brave. One day, he met a magic carpet and became a prince. He traveled the world and saved the world. This is the story of the game Magic Carpet.

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## MAGIC CARPET INSTRUCTIONS

### 1. GETTING STARTED

A. ALADDIN: The main character. He is a young man who lives in a small town in the desert. He is poor, but he is kind and brave.

B. MAGIC CARPET: A magic carpet that can fly. It is a small, brown, and has a long tail.

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<sup>11</sup>  $\{0, 1, \dots, n-2, n\} \in \mathcal{C}_n$  if and only if  $n$  is even,  $n \geq 2$ , and  $n-1 \in \mathcal{C}_n$ . In this case,  $\{0, 1, \dots, n-2, n\} = \{0, 1, \dots, n-1, n\} \setminus \{n-1\}$ .

U. W. 1994. A review of the fish fauna of the 2,000 km<sup>2</sup> Poyang Lake, Jiangxi Province, China.

## 2. THE CONTROL PAD FUNCTIONS

- A.  $\text{N} \rightarrow \text{N}_2$  Impossible. Atoms will not combine.
- B.  $\text{O} \rightarrow \text{O}_2$  Not possible.
- C.  $\text{SLAK} \rightarrow \text{S} + \text{L} + \text{AK}$  Impossible. Atoms of the product.
- D.  $\text{Na} \rightarrow \text{NaCl}$  Not possible.
- E.  $\text{C} \rightarrow \text{C}_2$  Not possible. Atoms of the product of the product.
- F.  $\text{C} \rightarrow \text{C}_2$  Not possible. Atoms of the product of the product.

### 3. GAME OBJECTIVES

- [illegible]

#### 4 SPECIAL HINTS

Press SELECT and B at the same time. Power can be increased.

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## 90 DAYS LIMITED WARRANTY

CALTRON INDUSTRIES, INC. warrants to the original purchaser that this game and cartridge are free of defects in material and workmanship for a period of 90 days from the date of purchase. If a defect is noted by this warranty, contact with the warranty person at CALTRON INDUSTRIES for a return, repair, or replacement of the defective cartridge free of charge, except for the cost of returning the cartridge.

All explicit warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein.

In no event shall CALTRON INDUSTRIES be liable for incidental and/or consequential damages for the breach of any expressed or implied warranty.

The provisions of this warranty are void in the United States only.

Some States do not allow limitations on how long an implied warranty lasts or exclusions or limitations on consequential damages. So the above limitations and exclusions may not apply to you.

This warranty gives you specific legal rights, and you may have other rights which vary from State to State.

### TO RECEIVE THIS WARRANTY SERVICE:

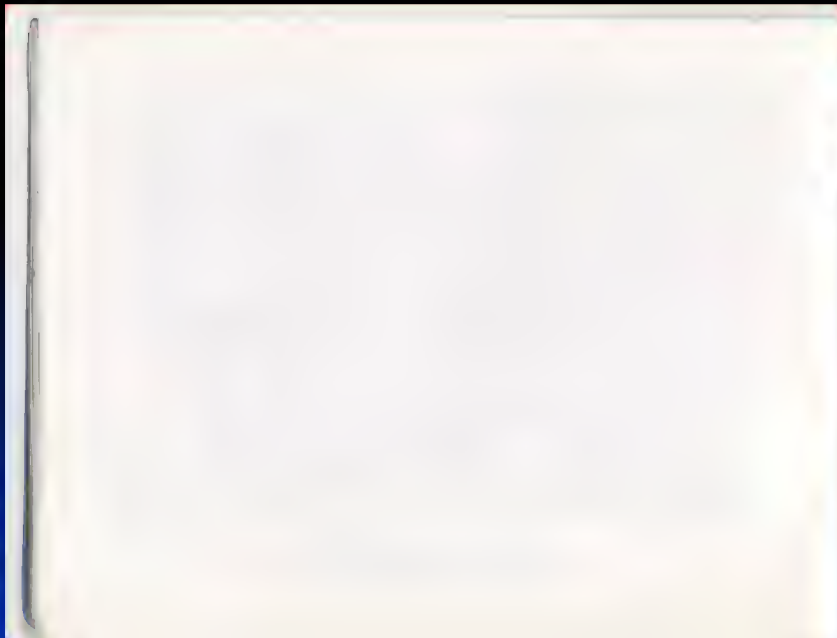
1. Pack your cartridge together with this warranty card, proof of purchase.
2. Send our package, freight prepaid, with the return warranty person's address shown below.
3. At our option, we shall either repair or replace, another cartridge, and send back to you.

THIS WARRANTY SHALL NOT APPLY IF THE CARTRIDGE HAS BEEN DAMAGED BY NEGLIGENCE, ACCIDENT, MODIFICATION, TAMPERING, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP.

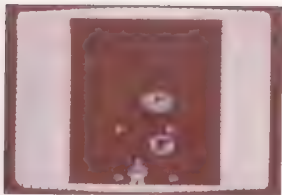
CALTRON INDUSTRIES, INC.  
6636 E. 26th STREET, LOS ANGELES, CA 90040



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## BALLOON MONSTER

The first Balloon Monster game is a platformer with a unique twist: the player controls a small, round, red balloon instead of a character. The balloon can move up and down by pulling on a string attached to the bottom. The game is set in a dark, atmospheric environment with a variety of enemies and obstacles.

The first Balloon Monster game is the opening of the Balloon World, a massive, floating island in the sky. The player's mission is to defeat the Balloon Monster, a giant, floating, red balloon with a single eye and a mouth. The Balloon Monster is the main enemy of the game, and it is the player's job to defeat it. The game is a platformer with a unique twist: the player controls a small, round, red balloon instead of a character. The balloon can move up and down by pulling on a string attached to the bottom.

When the Balloon Monster is defeated, the player will receive a reward.






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## BALLOON MONSTER INSTRUCTIONS

### 1. GETTING STARTED

- A. After the title screen appears, press the control pad's Start.
- B. The screen will show the START, NEW, and RESET choices. Select the choice of your choice.
- C. After the title screen, the START, NEW, and RESET choices will be shown. Press the control pad's Start, NEW, or RESET choice to start a new game or to reset the game.

### 2. CONTROL PAD FUNCTIONS

- A.  (A) The Key: To control the player's movement.
  - B.  (B) The Key: To control the player's movement.
  - C.  (C) The Key: To control the player's movement.
  - D.  (D) The Key: To control the player's movement.
  - E.  (E) The Key: To control the player's movement.
- When the player's key is pressed, the player's movement will be controlled by the key. When the player's key is pressed, the player's movement will be controlled by the key.

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## ADAM AND EVE

ADAM AND EVE are the first two humans created by God. They were placed in the Garden of Eden to tend the garden and were given the command not to eat from the Tree of the Knowledge of Good and Evil. When they disobeyed God's command, they were expelled from the garden and sent to live in the wilderness.

Play now to experience the story of Adam and Eve.

## ADAM AND EVE INSTRUCTIONS

### THE CONTROL PAD FUNCTIONS

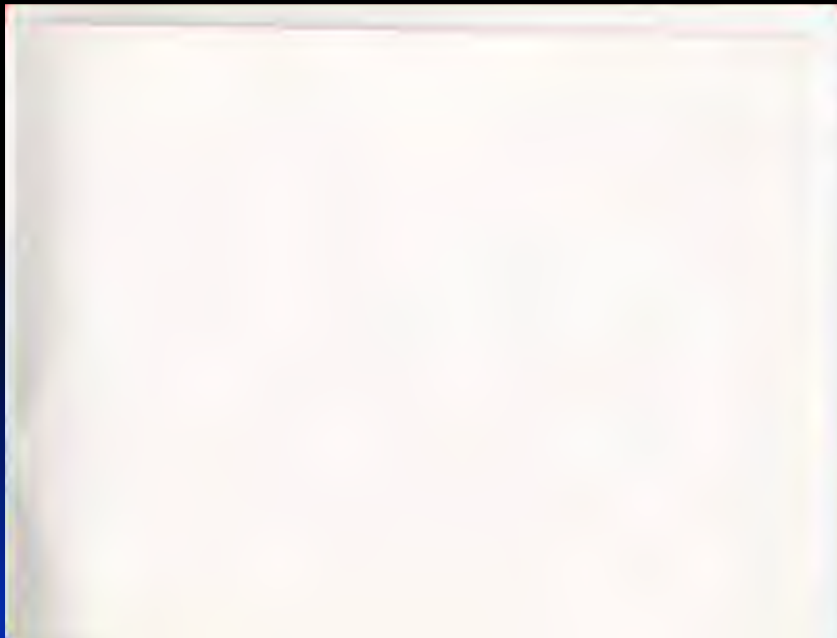
- A - B KEY: Fire (shoot) button
- B - A KEY: Stop (quit) button
- C - : Forward (move) and Back (move) buttons
- D - START: Enter (begin) button
- E - SELECT: Select button

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## 2. COMMENTS.

- A. When the game is played by more than two players, the game is played by the player who has the most points at the end of the game.
- B. When the game is played by two players, the game is played by the player who has the most points at the end of the game.
- C. When the game is played by one player, the game is played by the player who has the most points at the end of the game.
- D. The game is played by the player who has the most points at the end of the game.
- E. The game is played by the player who has the most points at the end of the game.
- F. When the game is played by more than two players, the game is played by the player who has the most points at the end of the game.

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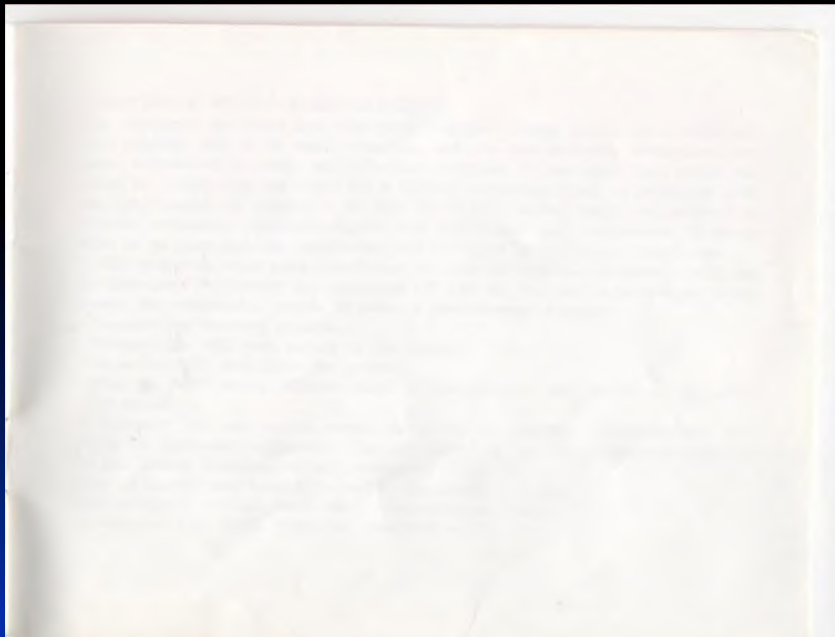
# Nintendo

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## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential environment. However, there is no guarantee that interference will not occur in a particular installation.

If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to identify and Resolve Radio-TV interference Problems

This booklet is available from the U.S. Government Printing Office,  
Washington, D.C. 20402. Stock No. 004-000-00345-4.